

FIG. 1

The diagram illustrates the system architecture, showing a CAMERA (2) and a COMPUTER (1) connected via a communication interface (C).

**CAMERA (2) Components:**

- MPU (20)
- RAM (22)
- ROM (21)
- A/D CONVERTER (24)
- IMAGE PICKUP UNIT (23)
- FRAME MEMORY (25)
- COMMUNICATION INTERFACE (26)

**COMPUTER (1) Components:**

- CPU (10)
- RAM (12)
- HD (11)
- FRAME MEMORY (13)
- EXTERNAL STORAGE DEVICE (15)
- COMMUNICATION INTERFACE (14)

The CAMERA (2) and COMPUTER (1) are connected via a communication interface (C).

A camera icon (17) is shown pointing at the CAMERA (2), indicating the input source for the system. The camera icon is associated with the following programs:

- EYE IDENTIFYING PROCESS PROGRAM
- EYE TRACKING PROCESS PROGRAM
- STATE JUDGING PROCESS PROGRAM

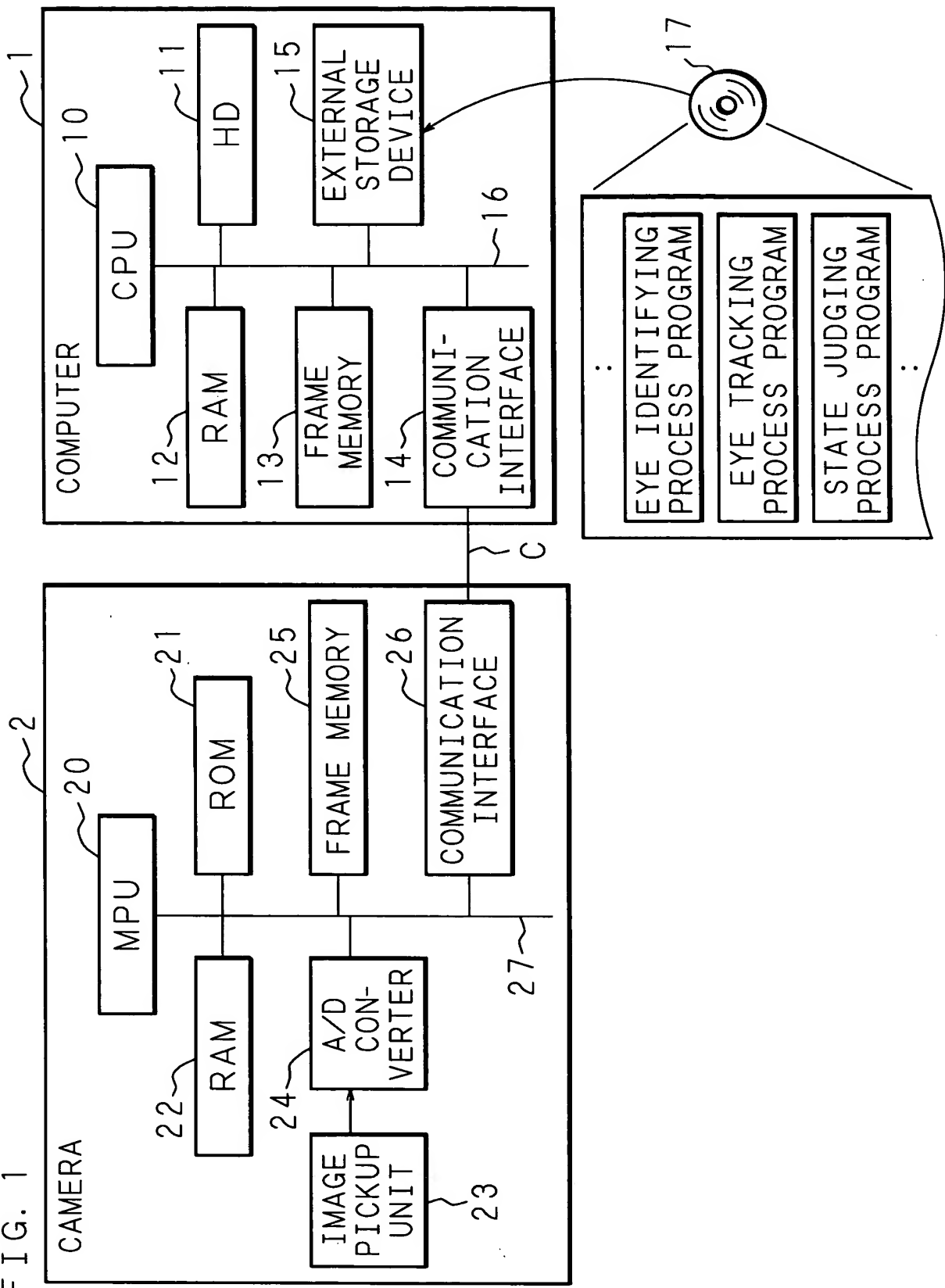


FIG. 2

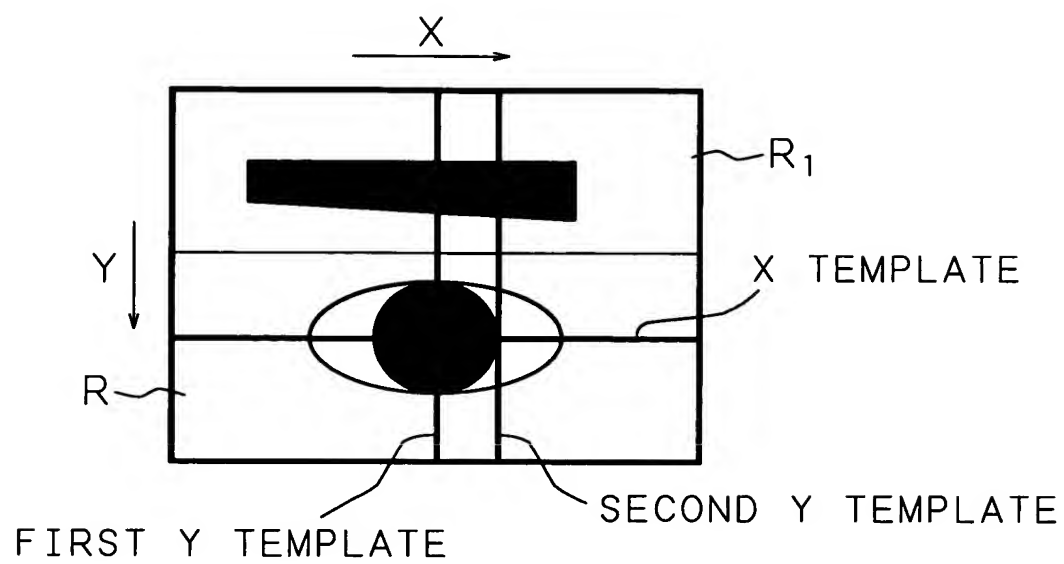


FIG. 3

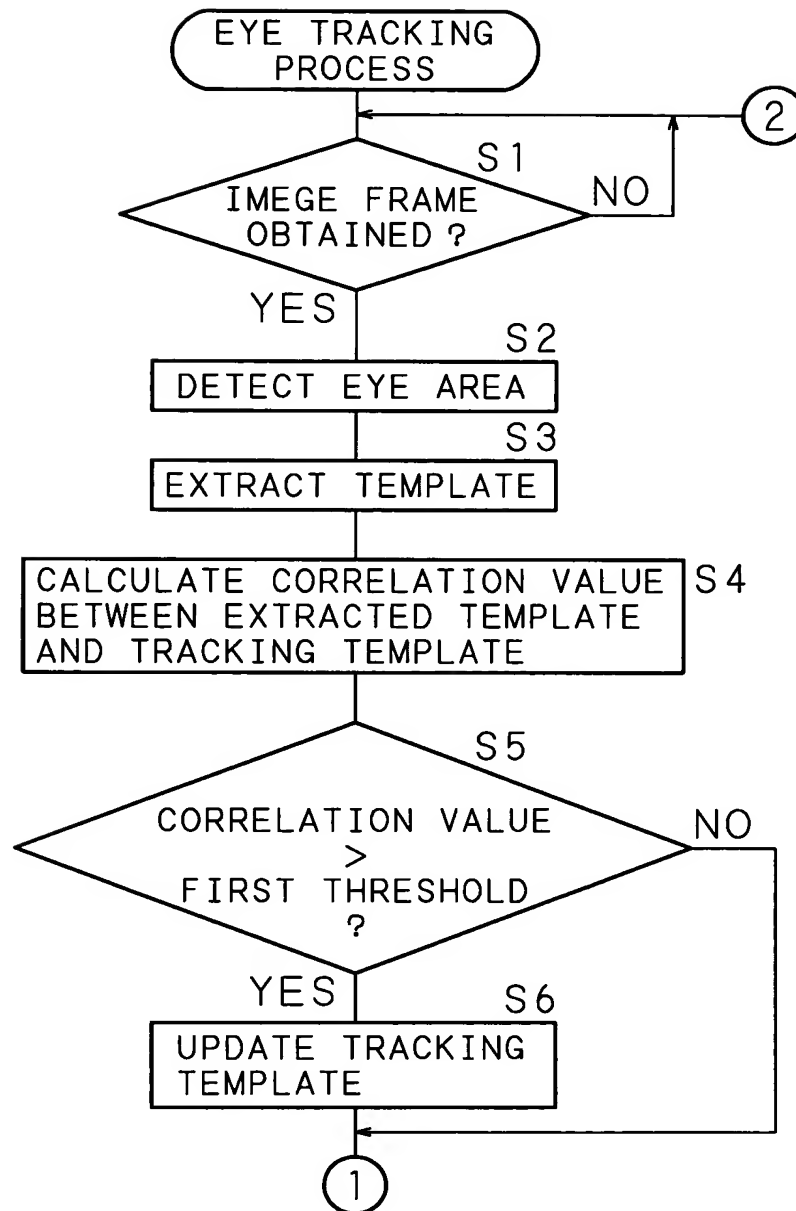


FIG. 4

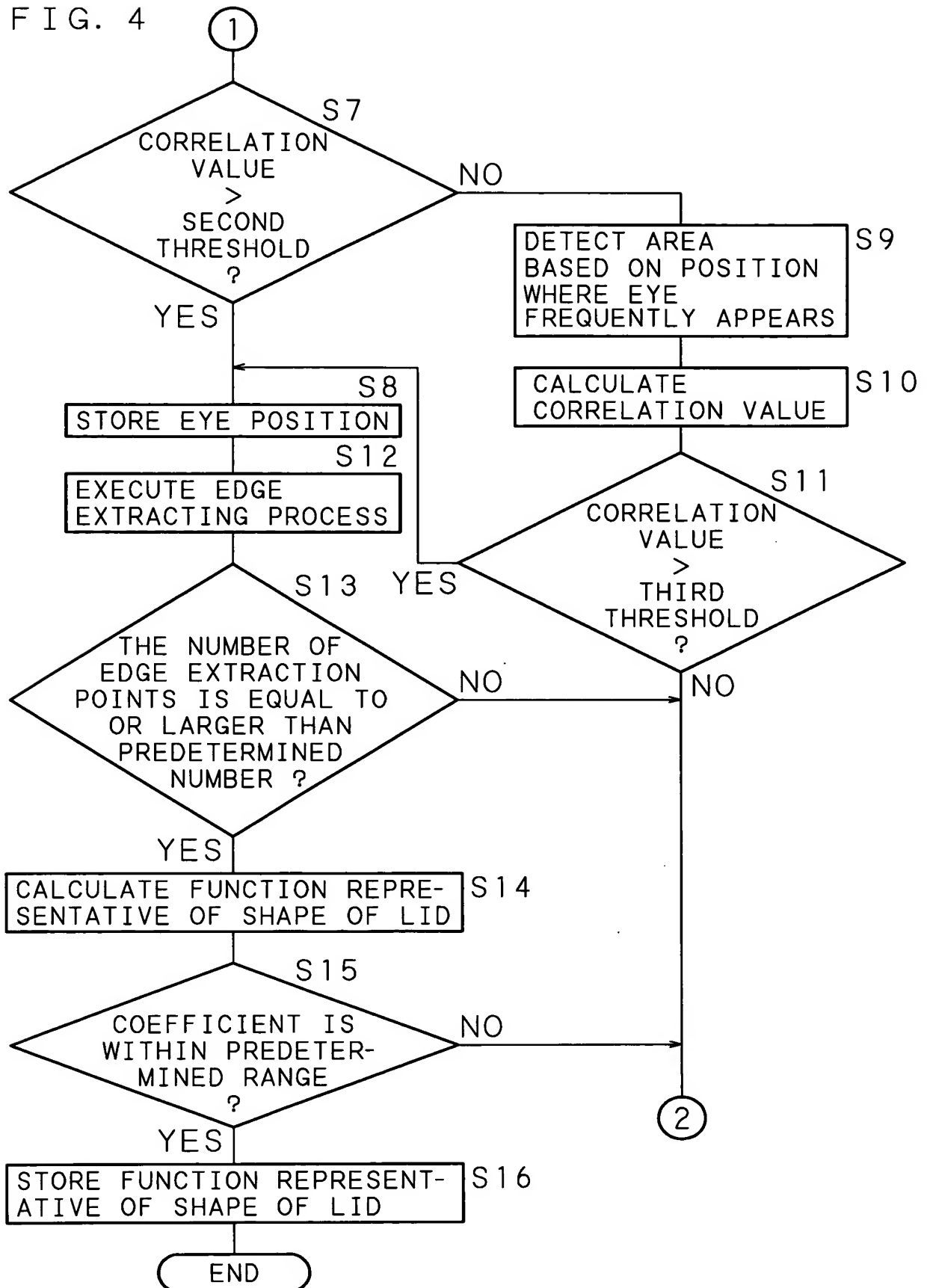


FIG. 5A

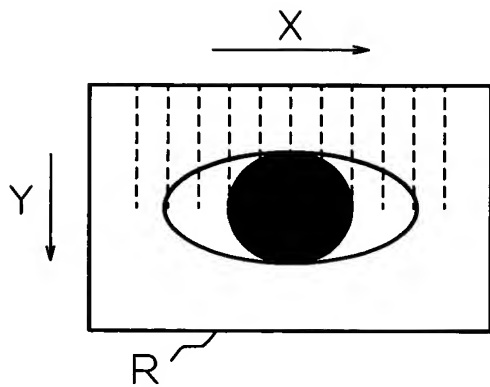


FIG. 5D

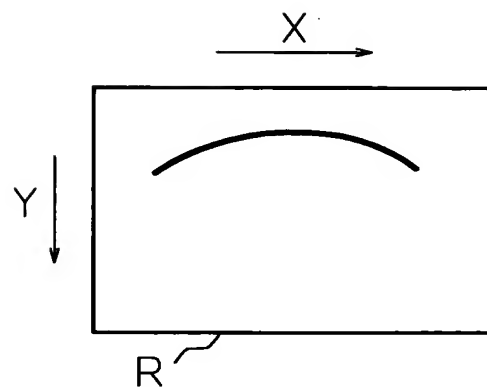


FIG. 5B

MATRIX WITH THREE ROWS  
AND THREE COLUMNS

1	1	1
0	0	0
-1	-1	-1

FIG. 5E

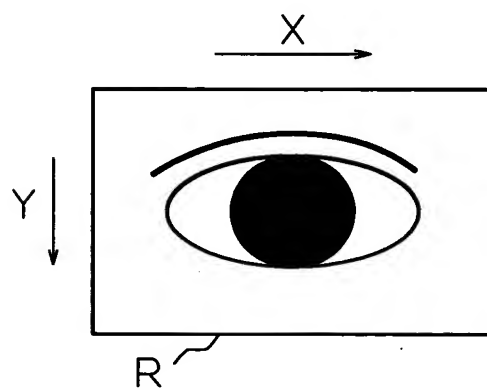


FIG. 5C

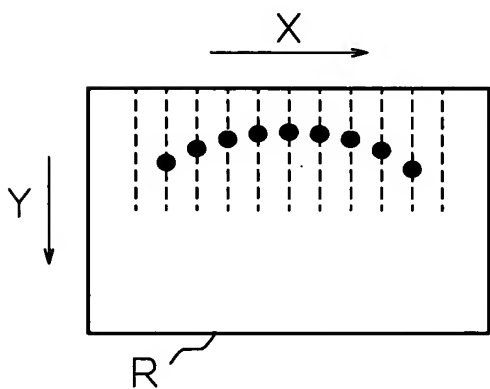


FIG. 5F

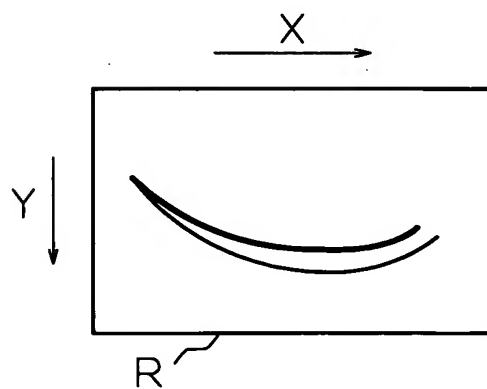


FIG. 6

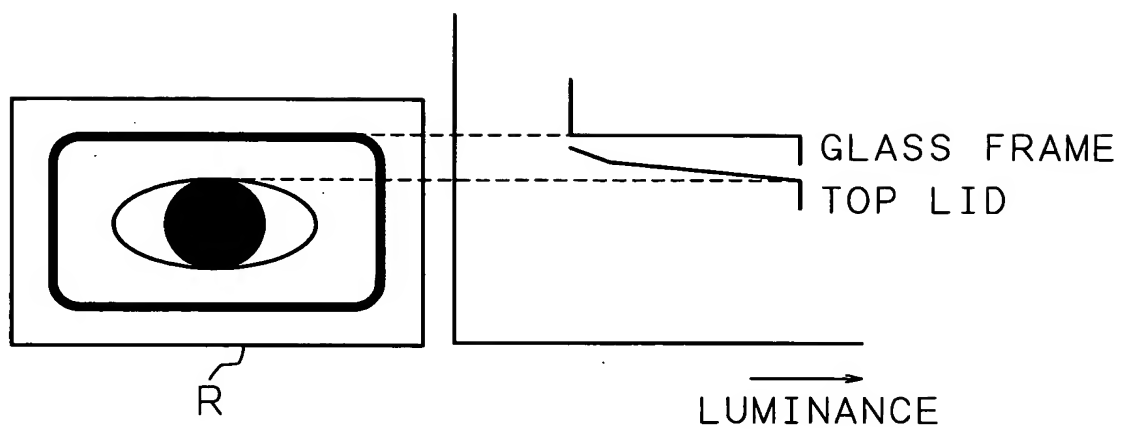


FIG. 7

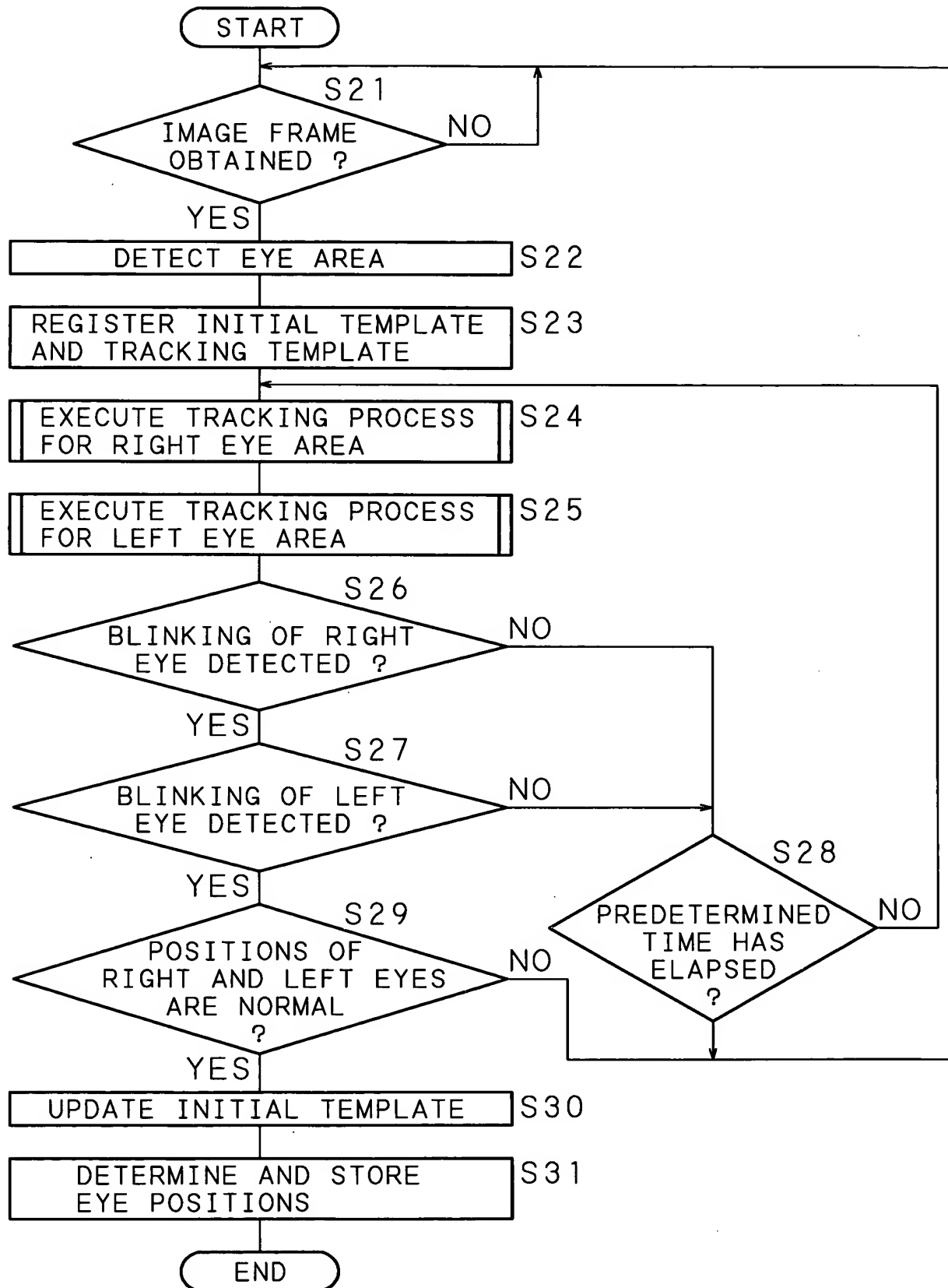


FIG. 8

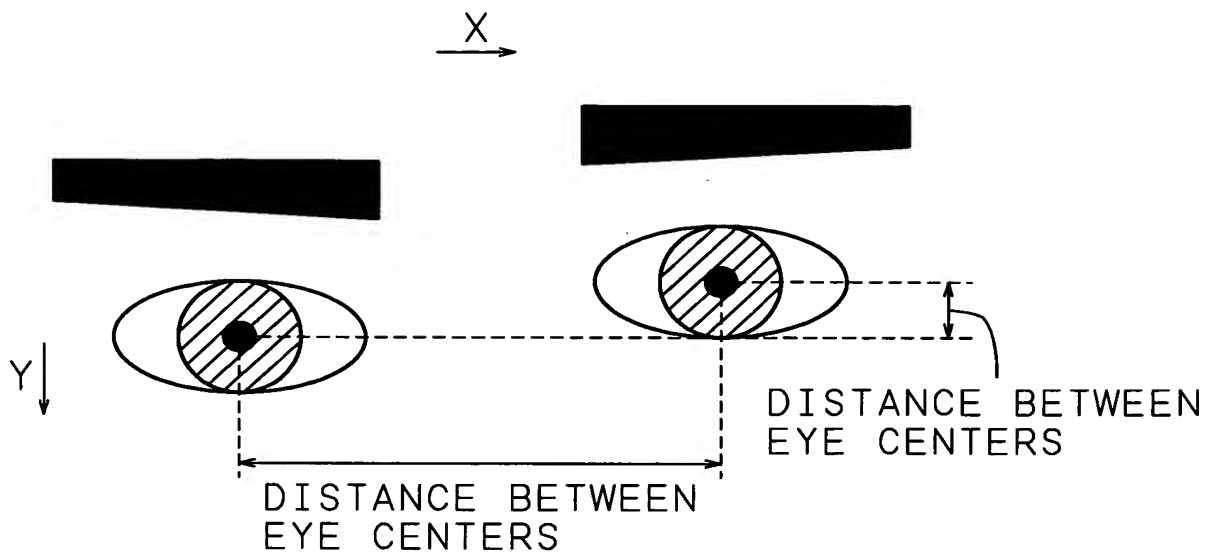




FIG. 9

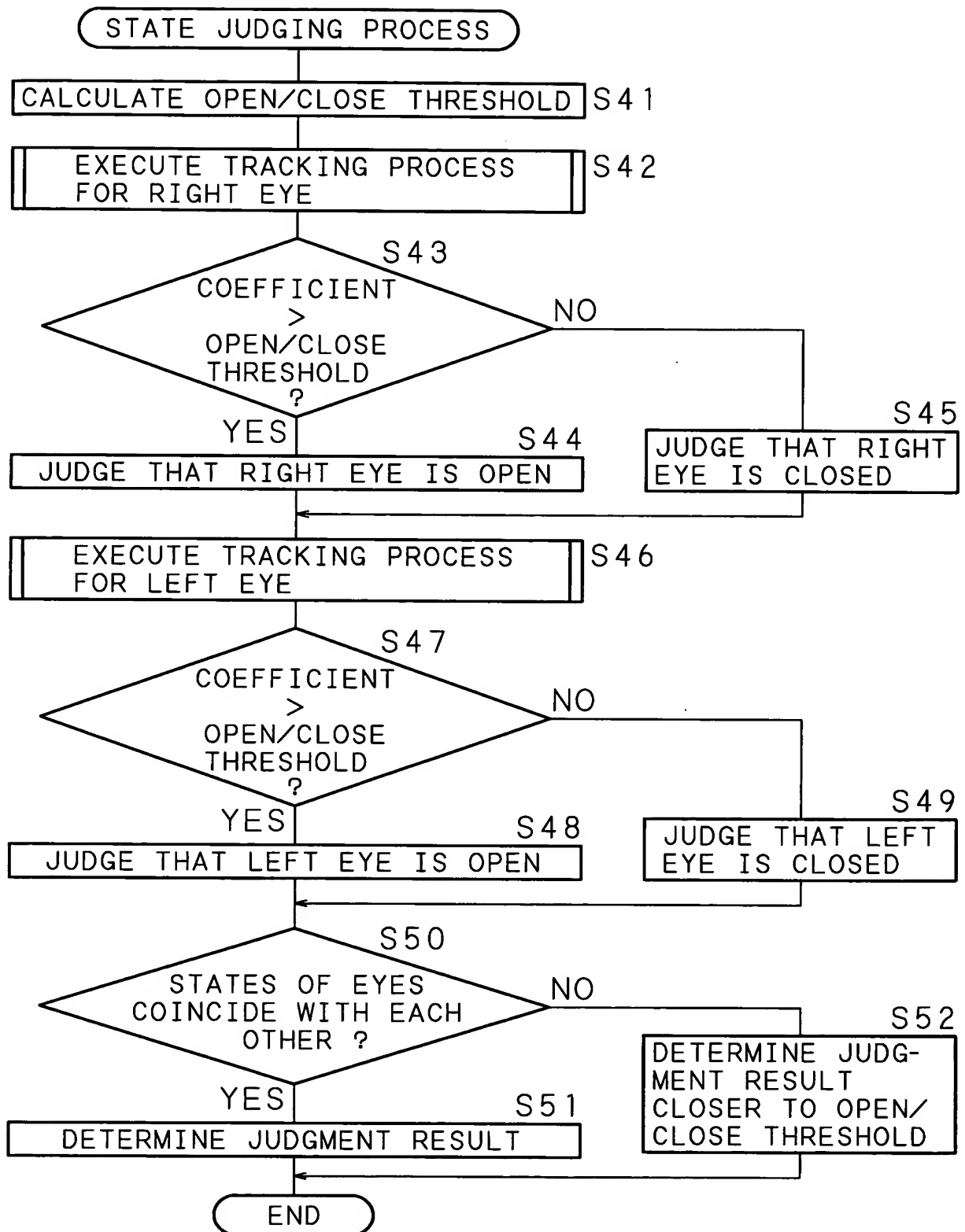


FIG. 10

